

AMENDMENTS TO THE CLAIMS

1. (original) A method of selling a lottery ticket to a player for participation in a game event offered by a game provider, comprising the steps of:
 - preprinting a ticket with machine-readable means thereon;
 - presenting the ticket for participating in a game event;
 - receiving payment for the ticket;
 - activating the ticket to participate in the game event;
 - permitting the ticket to participate in a game event; and
 - printing a receipt with indicia thereon; the indicia including proof of payment and activation of the ticket.
2. (original) The method of Claim 1, wherein the machine-readable means is a bar code.
3. (original) The method of Claim 1, wherein the machine-readable means identifies a specific lottery product.
4. (original) The method of Claim 1, wherein the machine-readable means or a part of the machine-readable means identifies a specific game provider identifier.
5. (original) The method of Claim 1, wherein the machine-readable means includes a ticket security authentication code.
6. (original) The method of Claim 1, wherein the step of preprinting of the ticket is carried out by a device selected from the group consisting of a commercial printer, a self-service terminal, a lottery kiosk and a standard lottery terminal.
7. (original) The method of Claim 1, wherein the machine readable means includes multiple barcodes.
8. (original) The method of Claim 1, wherein the indicia on the receipt includes activation price.

9. (original) The method of Claim 1, wherein the indicia on the receipt includes an activation transaction identifier.
10. (original) The method of Claim 1, wherein the indicia on the receipt includes a security authentication code.
11. (currently amended) The method of Claim ~~44~~ 10, further comprising the step of:
generating the security authentication code using an algorithm and secret data.
12. (original) The method of Claim 11, wherein the algorithm is a standard encryption algorithm.
13. (original) The method of Claim 11, wherein the step of generating the security authentication code uses information available only to a game provider.
14. (original) The method of Claim 11, wherein the step of generating the security authentication code uses information derived only from the information available on the receipt.
15. (original) The method of Claim 11, wherein the step of generating the security authentication code uses information derived only from a store back office system.
16. (original) The method of Claim 11, wherein the step of generating the security authentication code uses information derived partially from the game provider and partially from the indicia on the receipt.
17. (original) The method of Claim 1, further comprising the step of:
sending detailed instant ticket information to the game provider for registration of sale from a cash register.
18. (original) The method of Claim 1, further comprising the step of:
assigning a unique ticket identifier for a non-instant game in a way that part of the identifier algorithmically corresponds to a combination bet.

19. (original) The method of Claim 1, further comprising the step of:
verifying a player's age prior to activating the ticket to participate in a game
event.